AMENDMENTS TO THE CLAIMS

1.   (Currently amended) A method of defining catch styles used in generating speech application code for managing a plurality of catch events in an interactive voice application, the method comprising [[the]] steps of:

presenting a style-selection menu for a plurality of catch styles that allows for selection of one or more of the catch styles, each catch style defining a system response to each of a the plurality of catch events in the interactive voice application, wherein each catch style provides a different level of complexity with regard to preparing a system's audio response to be played in a dialog turn and the plurality of catch events comprises an event being selected from the group consisting of a user request for help, a non-input entry, and a non-matching entry; and

upon selection of a catch style, preparing the system's audio response for [[each]] the plurality of catch event events in the interactive voice application by applying the selected catch style to the plurality of catch events.

2.   (Previously presented) The method of claim 1, wherein the step of preparing the system response for each catch event comprises:

presenting one or more text fields for receiving a contextual message, the contextual message entered in each text field corresponding to a new audio message to be played in response to a particular catch event if the selected catch style requires playing of the new audio message in response to the particular catch event.

3.   (Original) The method of claim 2, wherein the entered contextual message is different for each catch event.

4.   (Original) The method of claim 2, wherein the entered contextual message is the same for each catch event.

5.   (Original) The method of claim 1 wherein the step of preparing the system response for each catch event comprises replaying a system prompt if the selected catch style does not require playing

of a new audio message in response to a particular catch event.

6.   (Original) The method of claim 1 wherein the style-selection menu further includes a field reciting details about the one or more catch styles.

7.   (Previously presented) The method of claim 1 wherein the style-selection menu further includes a field identifying a final action to be taken if a catch event is not corrected by a user.

8.   (Previously presented) The method of claim 2, wherein the style-selection menu further includes a control for inserting variables in the contextual message.

9.   (Previously presented) The method of claim 2, wherein the style-selection menu further includes controls for inserting programmed pauses of specified duration values in the contextual message.

10.   (Original) The method of claim 1, wherein the style-selection menu further includes a control to enable acceleration of a system timeout upon occurrence of a help catch event.

11-29. (Canceled)

30.   (Currently amended) A system for managing a plurality of catch events in a speech application, the system comprising a computer, the computer including an interface having a style-selection template for a plurality of catch styles that allows for selection of one of one or more of the catch styles, each catch style defining a system response to each of a the plurality of catch events in the speech application, wherein each catch style provides a different level of complexity with regard to preparing a system's audio response to be played in a dialog turn and the plurality of catch events comprises an event being selected from the group consisting of a user request for help, a non-input entry, and a non-matching entry.

31.   (Previously presented) The system of claim 30, wherein the interface further comprises one or more text fields for receiving a contextual message, wherein the contextual message entered in each text field corresponds to a new audio message to play in response to a particular catch event.

32.   (Previously presented) The system of claim 31, wherein the contextual message is different for each catch event.

33.   (Previously presented) The system of claim 31, wherein the contextual message is the same for each catch event.

34.   (Previously presented) The system of claim 30, wherein the interface further includes a field reciting details about the one or more catch styles.

35.   (Previously presented) The system of claim 30 wherein the interface further includes a field identifying a final action to be taken if a catch event is not corrected by a user.

36.   (Previously presented) The system of claim 31, wherein the style-selection interface further includes a control for inserting variables in the contextual message.

37.   (Previously presented) The system of claim 31, wherein the style-selection interface further includes controls for inserting programmed pauses of specified duration values in the contextual message.

38.   (Previously presented)   The system of claim 30, wherein the style-selection interface further includes a control to enable acceleration of a system timeout upon occurrence of a help catch event.

39.   (Currently amended) A machine readable storage medium storing a computer program which when executed defines catch styles used in generating speech application code for managing

a plurality of catch events in a speech application, the computer program performing a method comprising the of:

presenting a style-selection menu for a plurality of catch styles that allows for selection of one or more of the catch styles, wherein each catch style defines a system response to each of a the plurality of catch events in the speech application, wherein each catch style provides a different level of complexity with regard to preparing a system's audio response to be played in a dialog turn and the plurality of catch events comprises an event being selected from the group consisting of a user request for help, a non-input entry, and a non-matching entry; and

preparing, upon selection of a catch style, the system's audio response for [[each]] the plurality of catch event upon selection of a catch style events in the speech application by applying the selected catch style to the plurality of catch events.

40.   (New) The method of claim 1, wherein preparing the system's audio response for each of the plurality of catch events in the interactive voice application is performed in accordance with an global catch template that applies the selected catch style to all existing and future prompts created for the interactive voice application.

41.   (New) The machine-readable storage of claim 39, wherein preparing the system's audio response for each of the plurality of catch events in the interactive voice application is performed in accordance with an global catch template that applies the selected catch style to all existing and future prompts created for the speech application.